

Abstract

5 A broadcast system includes an online multiplayer gaming system that enables a number of different players to play one or more instances of multiplayer poker, and game play recording means that generates game play records corresponding to game play events occurring in each turn of each instance of the multiplayer poker game. The generated game play records are stored a historical log file.

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A replay means retrieves the stored game play records from the historical log file and generates, from the game play records, replays of the instances of the multiplayer poker game. The replay the replay is delayed relative to the original play of the game by a predetermined time interval. A broadcast facility converts a
15 selected one or more of the replays to signals for broadcast, preferably television broadcast signals.